



Minbari/Ranger Lennon Patrol Corvette



SPECS

Class: Medium Ship
In Service: 2245
Point Value: 575
Ramming Factor: 80
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 13
Engine Efficiency: 2/1
Power Shortage: +0
Initiative Bonus: +14

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	1	2	2	2	3	3	3	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

WEAPON DATA

Electro-Pulse Gun
Class: Electromagnetic
Effect: Forces dropout
Range Penalty: -3 per hex
Fire Control: --/--/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Neutron Bolter
Class: Molecular
Mode: Standard
Damage: 17
Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/+1
Rate of Fire: 1 per 2 turns
Special: Can fire 1 per turn for 12 damage, or 2 per turn for 8 damage.

FORWARD HITS
1-4: Retro Thrust
5: EP Gun
6-9: Neutron Bolter
10-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Neutron Bolter
10-11: Jump Drive
12-17: Structure
18-20: PRIMARY Hit

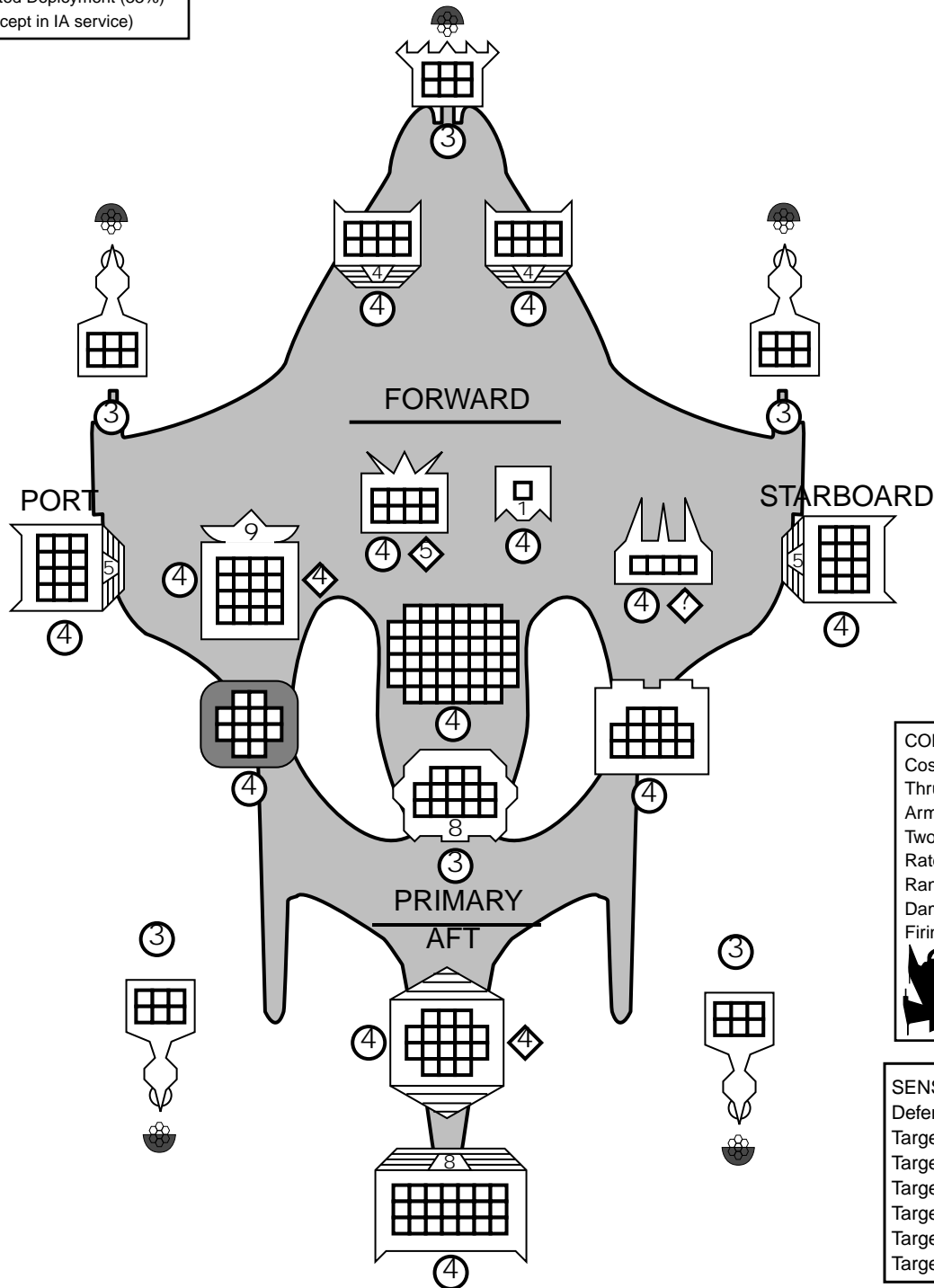
PRIMARY HITS
1-8: Port/Stb Thrust
9-10: Jammer
11-12: Tractor Beam
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship
Gravitic Drive System
Atmospheric Capable
Limited Deployment (33%)
(except in IA service)

HANGAR

0 Fighters
1 Flyers

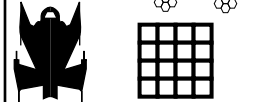


ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Jammer
- Tractor
- EP Gun
- Neutron Bolter

COMBAT FLYERS

Cost: 70 Defense: 9/7
Thrust: 10 Offense: +4
Armor: 1 Initiative: +10
Two Light Fusion Cannons:
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4 per gun
Firing Arcs: #1 #2



SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	